

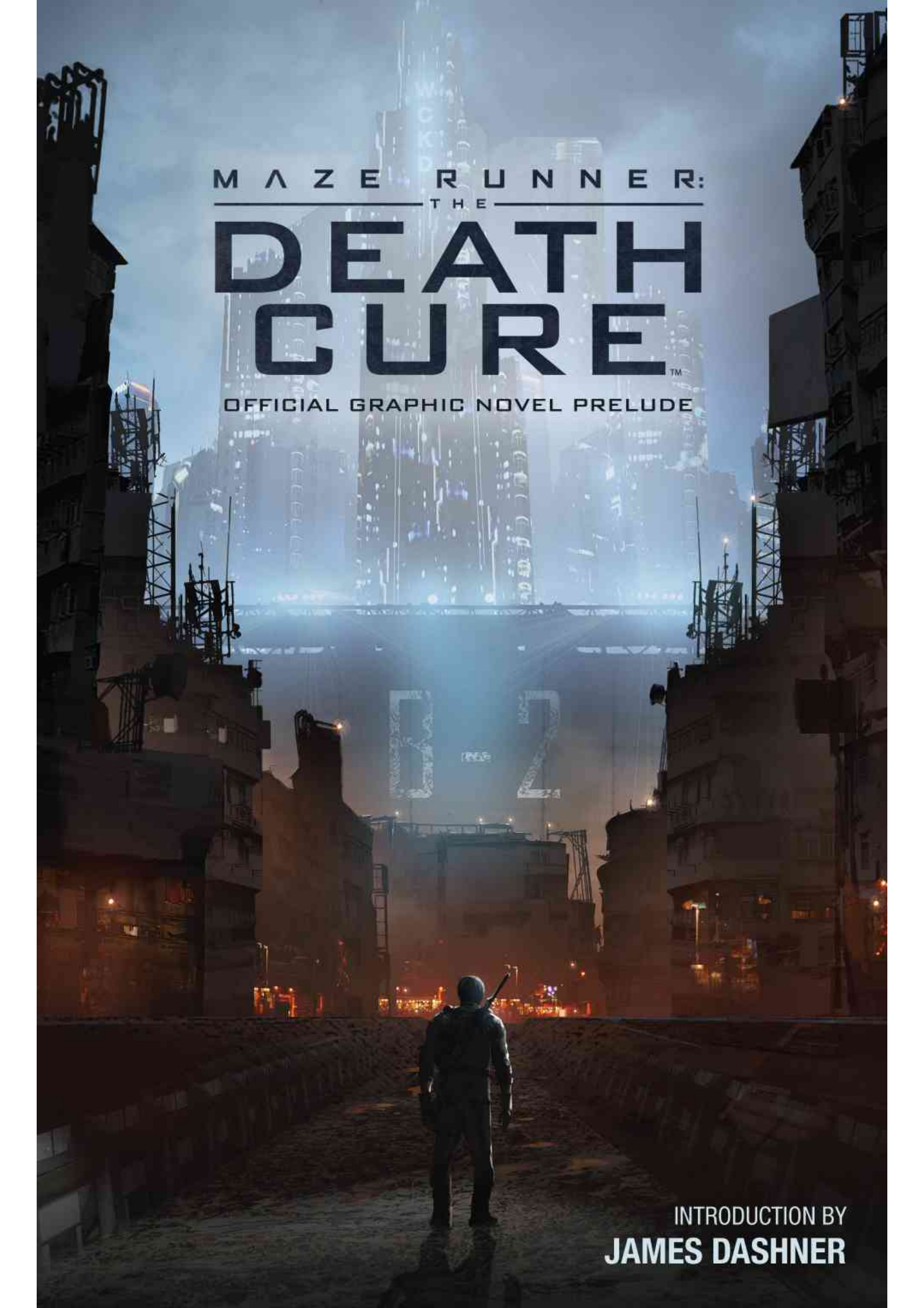
THE TRIALS ARE FAR FROM OVER.

After the world fell victim to a ravenous disease known as "The Flare," our only hope for survival lied in those immune to its effects. To extract a cure, the nefarious W.C.K.D. (World In Catastrophe: Killzone Experiment Department) subjected survivors to a twisted series of tests in the form of the Maze: an endless labyrinth of deathtraps... But the day Thomas arrived, he set a revolution in motion...and they escaped.

But what they found waiting for them was far worse than any maze. Thomas, aided by a band of rebels, now readies to take the fight right to W.C.K.D.'s doorstep in the hope of finding a cure for the plague that's ravaging mankind.

This all-new, authorized graphic novel bridges the gap between the second and third installments (*The Scorch Trials*, *The Death Cure*) of the hit film franchise, *Maze Runner*.



The background of the entire cover is a dark, atmospheric scene of a futuristic city at night. In the foreground, a person wearing a dark, hooded jacket and carrying a rifle on their back stands with their back to the viewer, looking down a long, dark alleyway. The alleyway is flanked by tall, dark buildings with some lights visible in the windows. In the distance, a bright, glowing digital cityscape is visible through a misty or rainy atmosphere. The digital city features tall, slender skyscrapers with glowing windows and a large, prominent digital number '02' in the center. The overall color palette is dark with blue and white highlights from the digital city lights.

MAZE RUNNER:
THE

DEATH CURE™

OFFICIAL GRAPHIC NOVEL PRELUDE

INTRODUCTION BY
JAMES DASHNER

M A Z E R U N N E R:
— T H E —

DEATH CURE

OFFICIAL GRAPHIC NOVEL PRELUDE

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MAZE RUNNER: THE DEATH CURE
OFFICIAL GRAPHIC NOVEL PRELUDE

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Letters by Jim Campbell

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MAZE RUNNER: THE SCORCH TRIALS

"THE ZEALOT"

Story by Wes Ball & T.S. Nowlin
Written by Jackson Lanzing
Illustrated by Nick Robles
Colors by Juan Manuel Tumburís
Letters by Jim Campbell

"A FATHER OF THREE"

Written by Collin Kelly
Illustrated by Nick Robles
Colors by Juan Manuel Tumburís
Letters by Jim Campbell

Editors Dafna Pleban & Stephen Christy

From the world of the 20th Century Fox Feature Film
MAZE RUNNER: THE DEATH CURE

Written by T.S. Nowlin

Based on the novel by James Dashner

Produced by Wyck Godfrey, Marty Bowen,
Ellen Goldsmith-Vein, Lee Stollman, and Joe Hartwick Jr.

Directed by Wes Ball

*Special Thanks James Dashner, Wes Ball, T.S. Nowlin, Joe Hartwick Jr.,
Wyck Godfrey, Ellen Goldsmith-Vein, Eddie Gamera, Beth Goss,
Jason Young, Nicole Spiegel, Dafna Pleban and Stephen Christy*



INTRODUCTION BY JAMES DASHNER

Hey guys. Welcome back to another graphic novel set in the world of *The Maze Runner*! You may remember some of my remarks in the last edition brought to you by BOOM Studios, setting up *The Scorch Trials* movie. I talked about the wonders of the imagination, how we can get lost in worlds that aren't our own—places like Middle Earth and Hogwarts and Gotham City. They're like playgrounds for the mind, and just like how little kids need their time on the swings and monkey bars and teeter-totters, *we* need those escapes in life that are provided through storytelling. I know that I do, and I suspect the same of you.

Also, I made the point that sometimes, it's kind of fun to allow others to play in the playground that we might have created. I say "we" because creating the world of *The Maze Runner* has definitely been a mutual effort, an unwritten contract between me and you, the reader. Although I may have worn out my fingertips writing the words of the books, they never would have blossomed into something that felt real unless you had read them, accepted them into your minds and hearts, and let the characters and world come to life. Those books, that special thing between us, will always be there, and no one will ever change them. Not over my dead body!

But then we had something wondrous happen. Something that not every author and his or her fellow partners in crime—the readers—get to experience. The movies. Wes Ball and his team took our stories and gave us their own interpretation, allowing us, in a way, to

experience the lives and adventures of Thomas, Newt, Teresa, Minho, Gally, Sonya, Harriet, Chuck, and many others for the first time again. "The first time *again*." That phrase doesn't even make sense, seems impossible. And yet we were allowed to do that.

I feel the same way about these graphic novels. Several writers and artists came together to play in our playground for a bit, giving us a chance to dive into the lives of these characters we care so much about, chances that the books could never provide. The canon is different in many respects, and that's okay. It really is okay. It's fun. It's exciting. The spirit of the books is there, fully. These *are* the characters we know and love. Sit back, relax, and enjoy the thrill of seeing your old friends again.

It honestly and truly brings tears to my eyes, quite often, when I think of what *The Maze Runner* world has become, and how much all of you mean to me. We are like a family, and these characters are our brothers and sisters. No one can ever tell *me* that they aren't real. I hope you feel the same. And what a gift that we can spend a little more time with them within these pages.

Come on in, my friends, enjoy the playground. Try not to get hurt.

—James





Six Months Ago.
The First Maze.





LOOK
AROUND FOR
IT! NICE POP MEANS
A CLEAN BARREL.
FORTY-FIVE CALIBER
ROUND, HARD TO
FIND.

AW, CRAP...
CRANKS GOT IN
HERE. ATE THIS
POOR--

THEY'RE
KIDS.
DAMN.



HEY.
HEY, KID.
ARE YOU
DEAD?

"THE HELL
IS HE S'POSED
TO ANSWER
THAT IF HE
IS?"



"SHUCK."

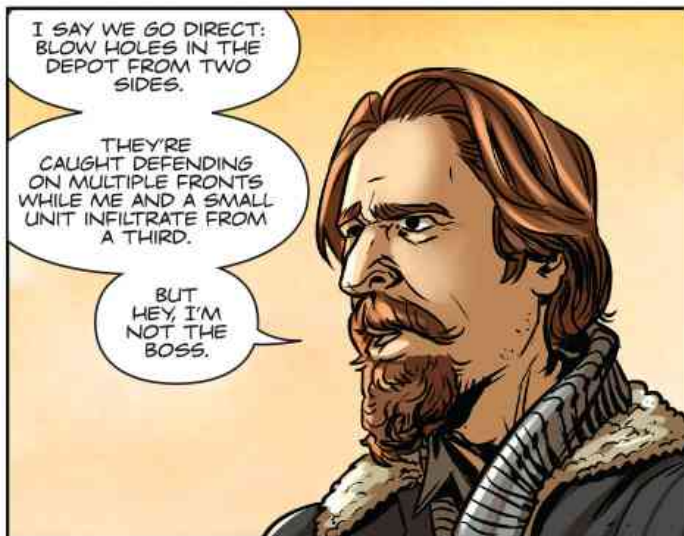


Rebel base camp.







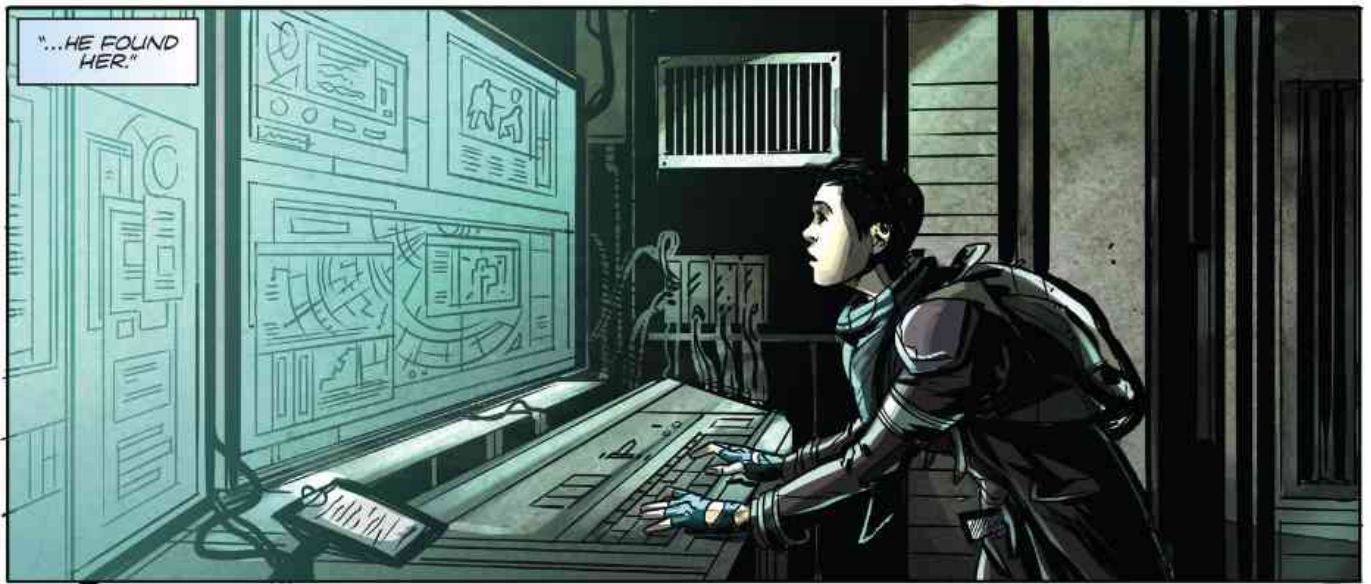






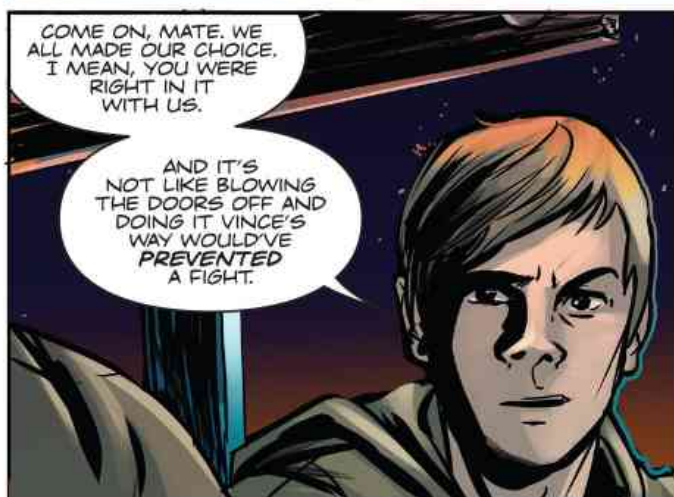


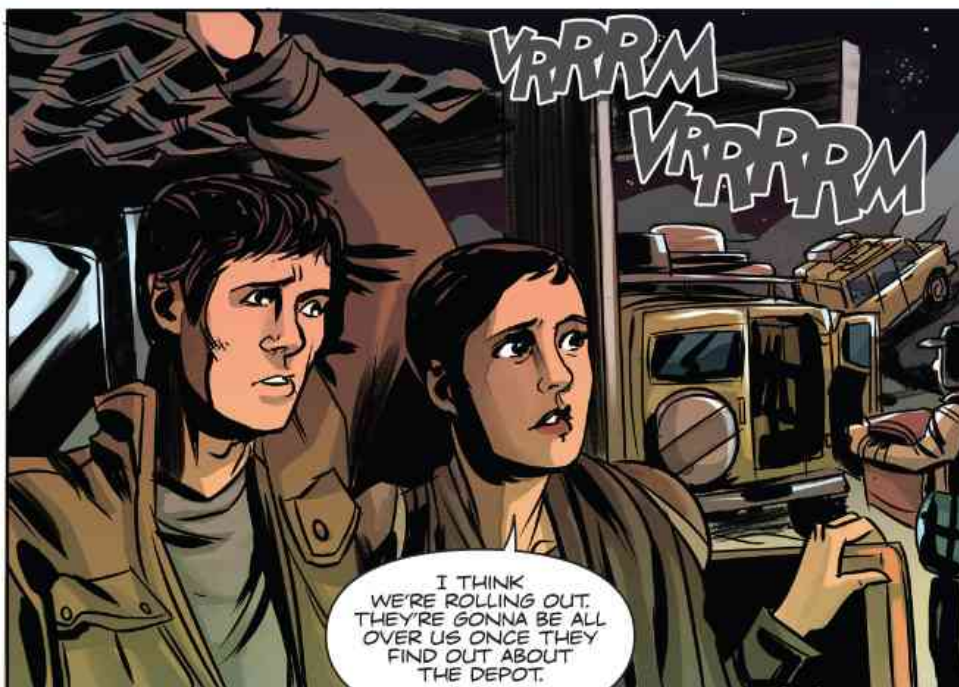












Six Months Ago.













"...I THINK
WE'RE HERE."











WHAT?

SORRY, JUST--

SAY NO MORE.



HEY...AS A FRIEND? YOU'VE GOT LIKE, A HAPPINESS ALLERGY.

I HAVE A HAPPINESS ALLERGY?!



Ugh. IT WASN'T YOU, OKAY?

Oh, I KNOW EXACTLY WHO IT WAS.

LET'S JUST GO. THIS WAS STUPID.

Three
Months
Ago.

I CAN'T SEE.

WHERE ARE YOU GOING?

SOKAY. I BEEN DOWN HERE BEFORE.

I DON'T KNOW WHY I KEEP WALKING. IT ALL FEELS POINTLESS. HALF THE TIME THE ONLY PERSON KEEPING ME ALIVE--THE ONLY PERSON WHO HAS MY BACK...

...IS MY KIDNAPPER.

THIS IS LIKE A DREAM AMBUSH SPOT. THERE COULD BE CRANKS--THERE COULD BE--

I DON'T KNOW, HAVE YOU?

WELL, I NEVER SEEN ONE DOWN HERE, HAVE I?

THAT WAS WHAT WE CALL A RHETORICAL QUESTION. DON'T BE AN ASS.

HE'S THE CLOSEST THING I HAVE TO A FRIEND.

BUT I'M STILL THINKING ABOUT KILLING HIM.

ANYWAY, THIS IS A SHORTCUT. AND WE CAN JUICE UP OUR ELECTRONICS ALONG THE WAY.

WORLD ABANDONED 'LECTRIC TRAINS YEARS BACK BUT YOU CAN STILL COAX POWER FROM THESE RAILS EVERY ONCE IN A WHILE.

I USED TO PRAY FOR AN OPENING LIKE THIS. HIS BACK TURNED. VULNERABLE. UNSUSPECTING.

BUT THE THING I'VE REALIZED OUT HERE IN THE SCORCH? LIFE DOESN'T CARE ABOUT YOU OR YOUR PLANS. IT DOESN'T EVEN LAUGH AT YOU.

IT DOESN'T CARE ENOUGH TO LAUGH. AND ALL IT TAKES IS A SLIP.







The Scorch.

WANNA KNOW THE
CRAZY PART?

I WAS A LEADER.
CAN'T REMEMBER
ANYTHING BEFORE
THE MAZE, BUT...

...PEOPLE
LIKED ME.



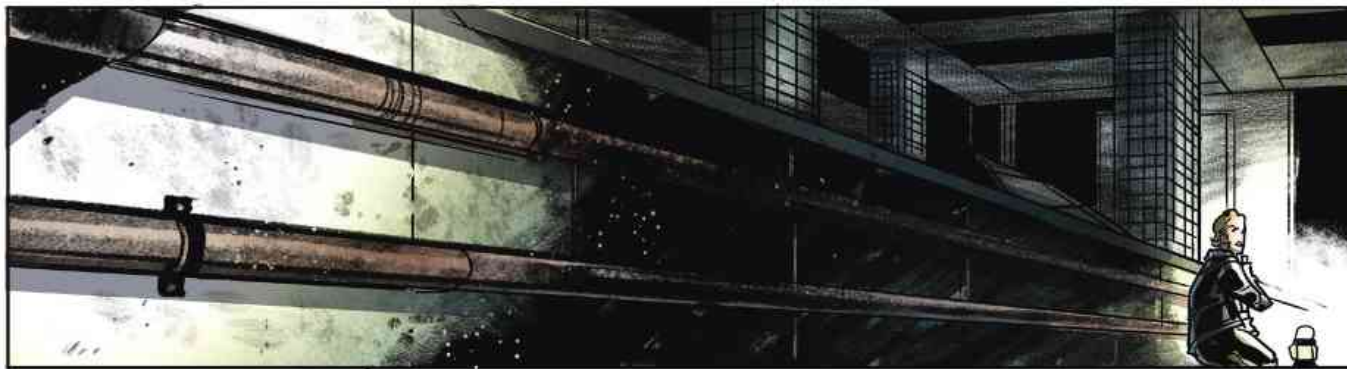
AND THEN AT
THE END, WHEN
IT COUNTED...



...I WAS THE
BAD GUY.



STOP!







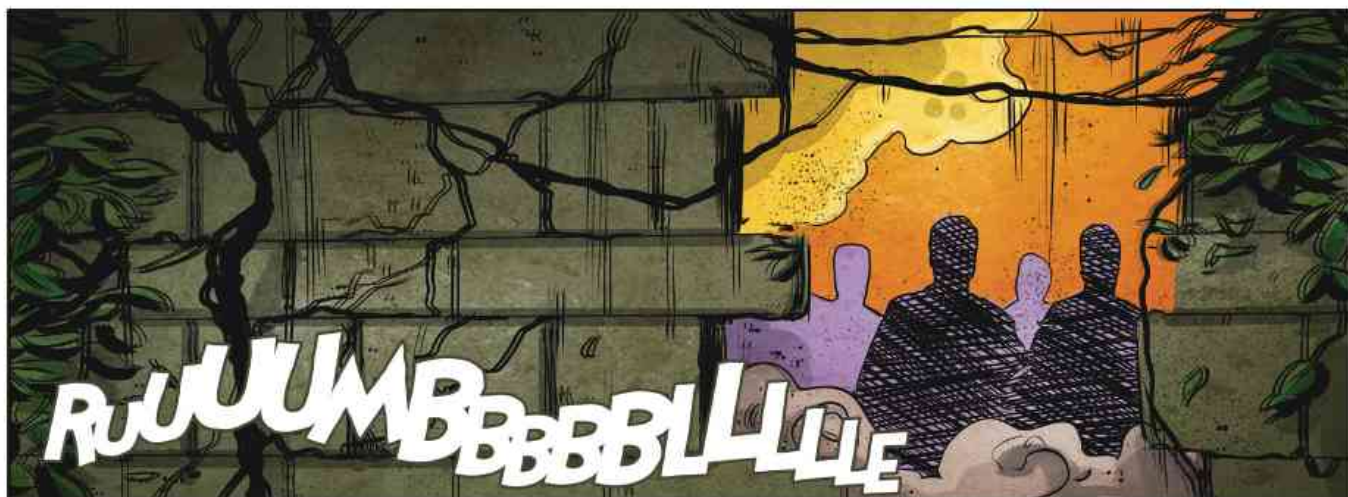
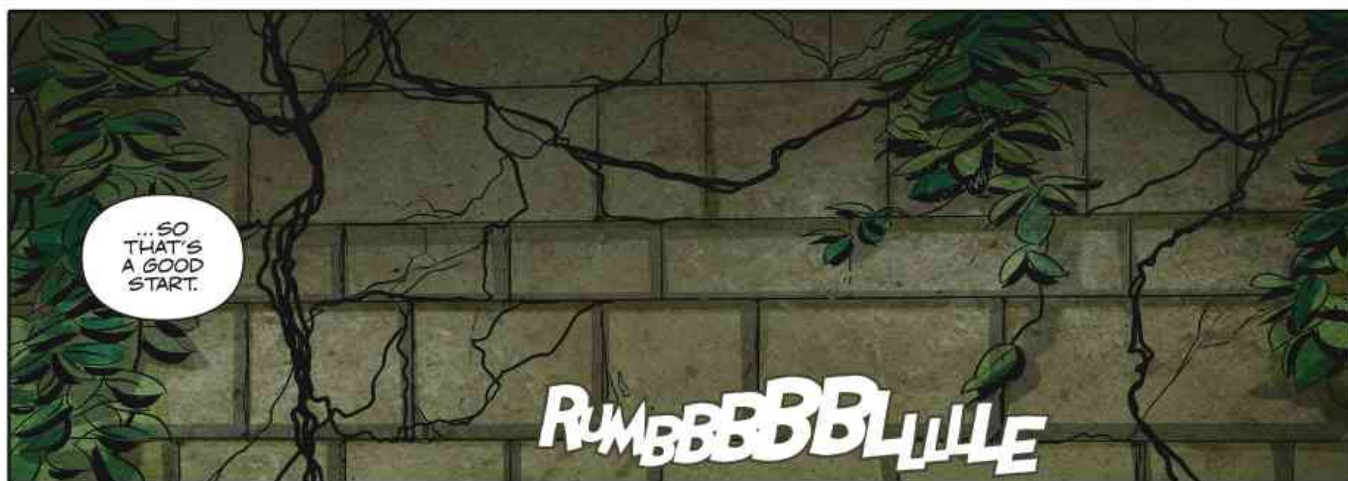






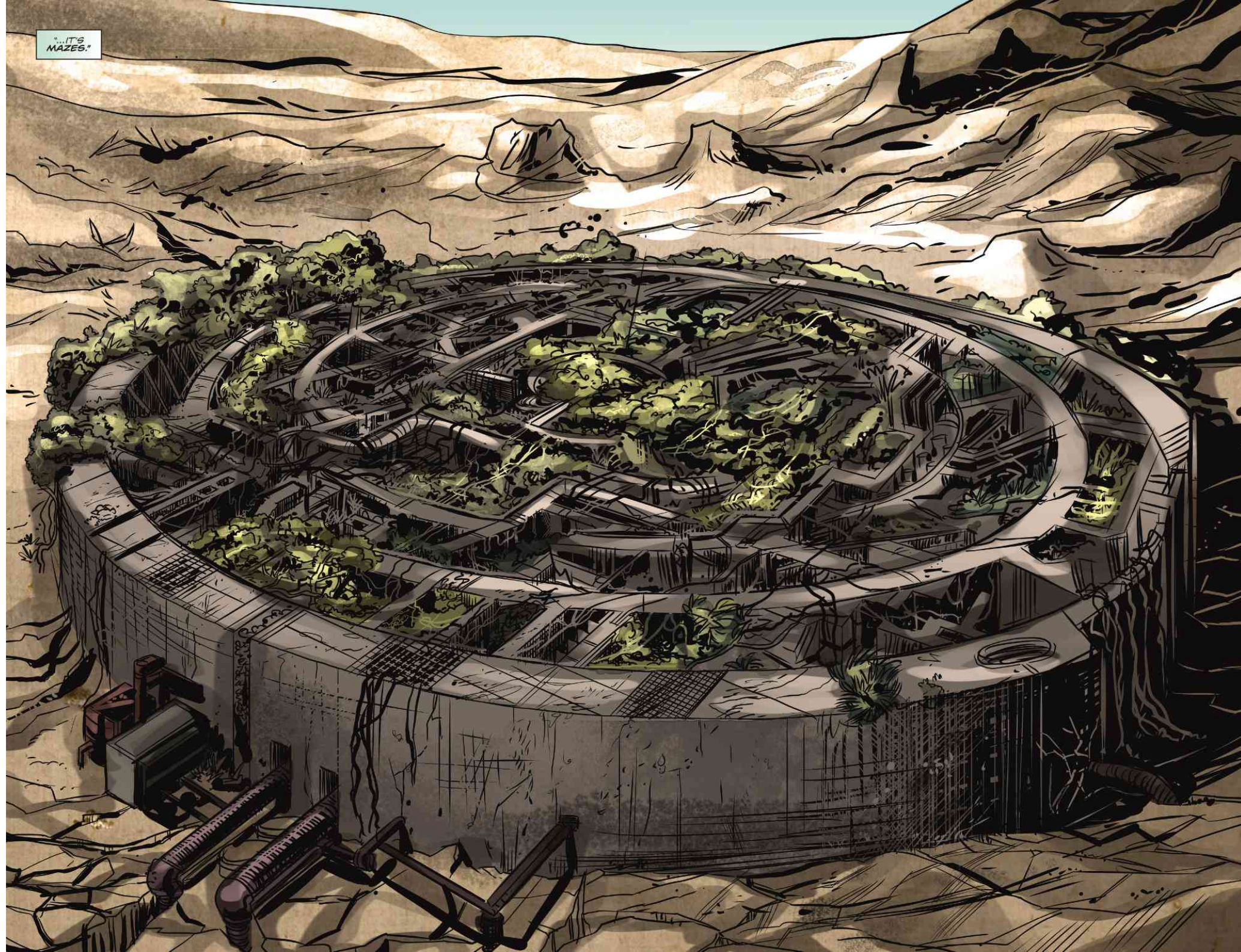








"...IT'S
MAZES."





GRIEVERS!

I GUESS THEY
KNOW WE'RE
COMING!

SEEMS
ABOUT
RIGHT!

GOOD AT
MAZES, HE
SAID!

GRIEVERS!



LAVA?!
REALLY?!

PFWSSSH



I CAN
HOLD THEM
OFF AND LEAD
THEM AWAY.
BUT--



ALRIGHT,
I GET
IT!



NO.

THEY'LL
NEED YOU ONCE
THEY GET
INSIDE.

YOU'RE
MY EXIT
STRATEGY,
JORGE.

LET
ME DO THIS.



IT'S THE RIGHT PLAN,
BUT I'M GOING TOO.
EVERYBODY ELSE, GET
TO THE RENDEZVOUS
LIKE I SHOWED
YOU.

RUN!

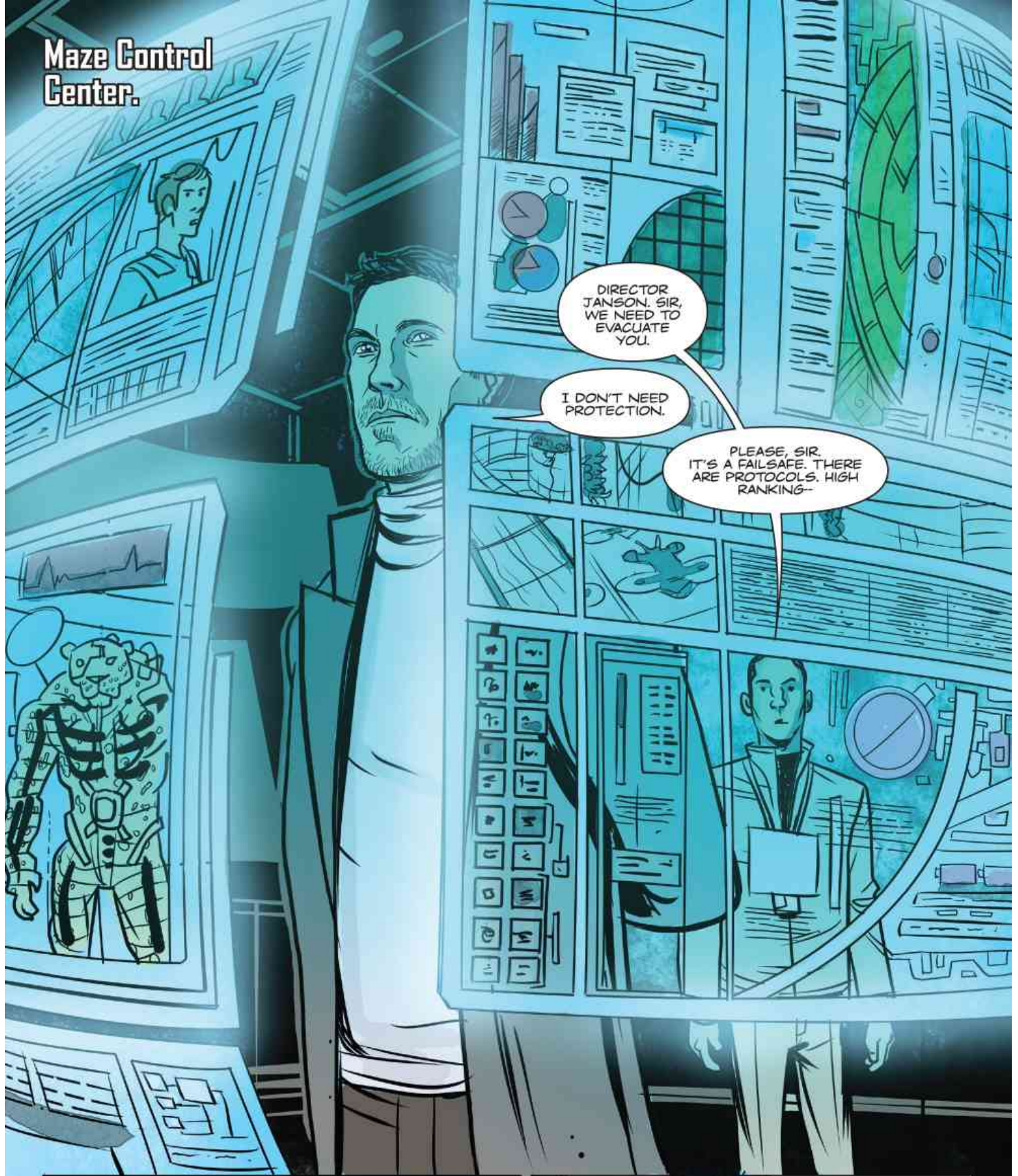








Maze Control Center.



DIRECTOR JANSON. SIR, WE NEED TO EVACUATE YOU.

I DON'T NEED PROTECTION.

PLEASE, SIR. IT'S A FAILSAFE. THERE ARE PROTOCOLS. HIGH RANKING--



HAVE THEY MOVED THEM YET?

IMMUNES ALL RELOCATED, SIR.

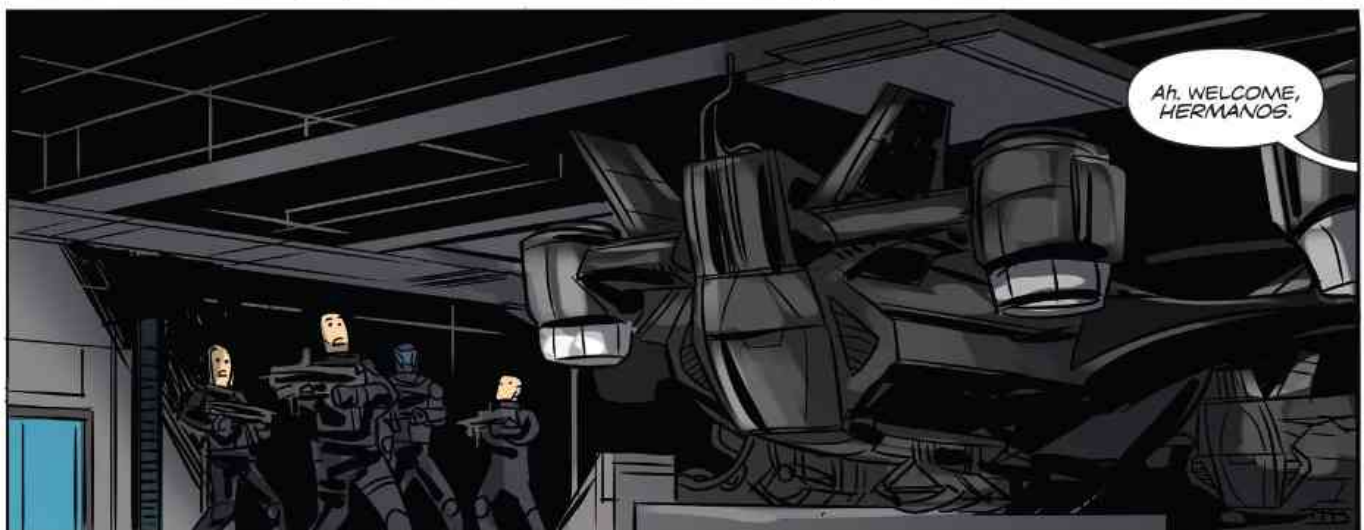


BLOW IT ALL THE MOMENT I'M GONE.

AND THE SOLDIERS?

THE MOMENT I'M GONE. THE RIGHT HAND DOESN'T WALK OUT OF HERE.

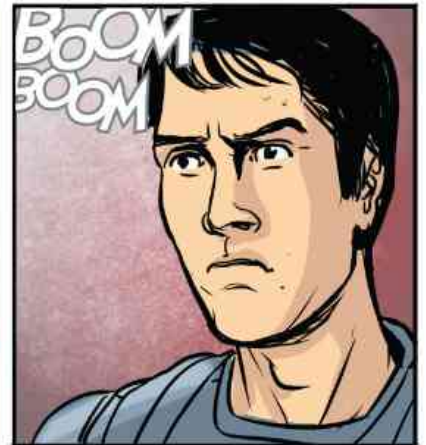












Denver.
Now.

WHAT IS THIS,
MAN? WHY
AM I STILL
HERE?

YOU'RE
FREE TO COME
AND GO AS
YOU PLEASE,
GALLY.

I THOUGHT YOU WANTED
TO BE HERE. ALL MEN NEED
A PURPOSE, ESPECIALLY
IN A WORLD GONE
TO HELL.

YOU SEEM
LIKE A MAN IN
SEARCH OF A
PURPOSE.

OKAY, I'LL
BITE. WHAT
PURPOSE?

REVENGE.

YOU'RE
IMMUNE TO THE
FLARE. OBSCENELY
VALUABLE. I COULD SELL
YOU BACK TO WKD.
THAT'S WHAT I TOLD
THOSE SCAVENGERS
I'D DO WITH
YOU.

AREN'T YOU
WONDERING WHY I
HAVEN'T?

I GUESS
SO.

I HAVE
PLANS.

COME. I WANT
TO SHOW YOU
SOMETHING.





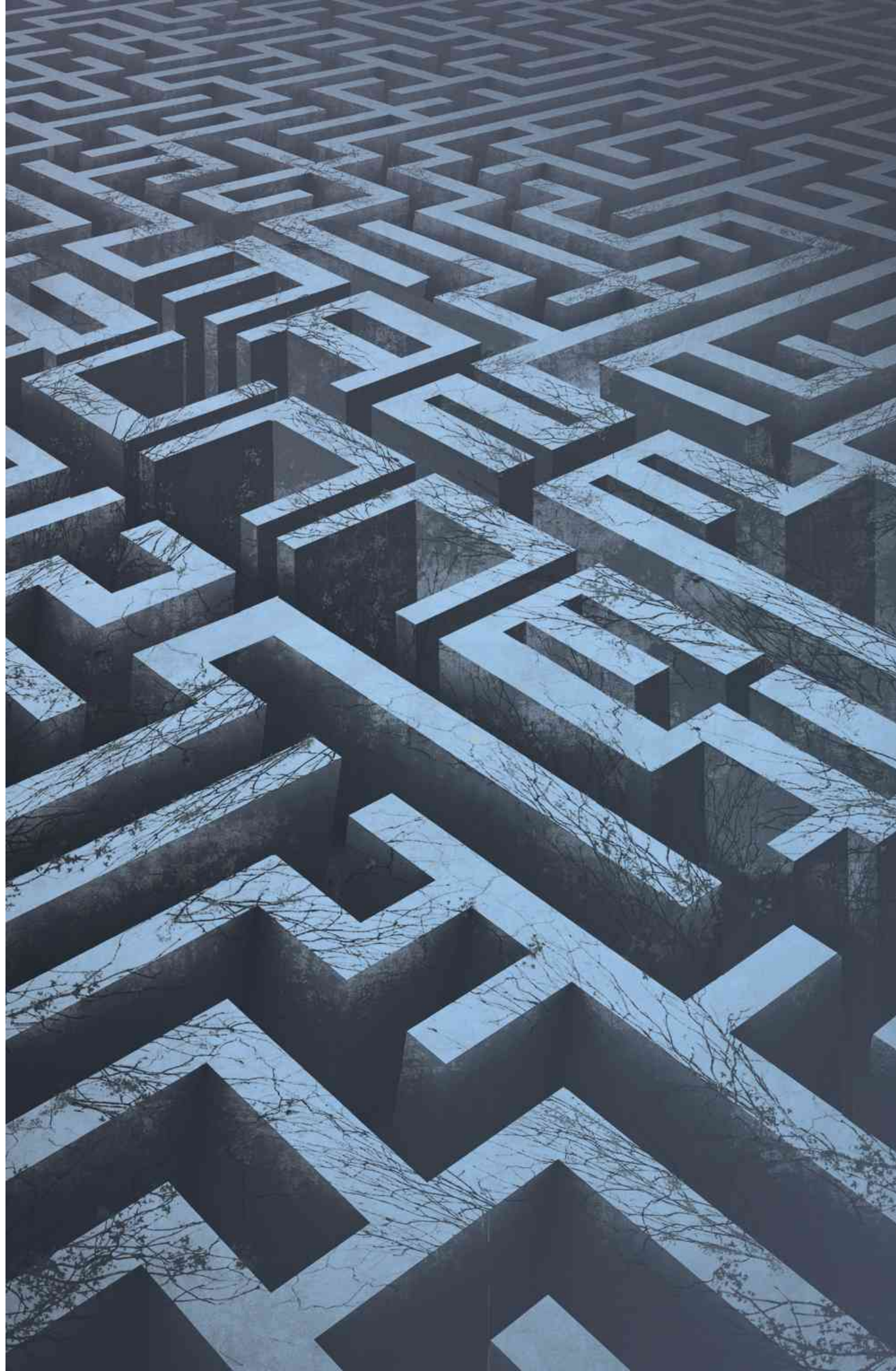


LISTEN
UP! ANYONE
WHO WANTS OUT,
THAT'S YOUR
CHOICE.

REST OF
YOU...

YOU'RE
WITH
ME.

THE END





AT EXACTLY 1500 HOURS
THIS AFTERNOON, THE
SITE B ENDGAME SWITCH
WAS ACTIVATED BY SUBJECT
DESIGNATES RACHEL TSAI
AND ARIS JONES.

THIS IS THE FASTEST ANY
MAZE HAS ACHIEVED
ENDGAME STATUS SINCE
THE BEGINNING OF THE
KILLZONE EXPERIMENTS.



WCKD FORCES WERE
DEPLOYED IMMEDIATELY,
BUT BY THE TIME WE
WERE IN AIRSPACE...

...THE ENEMY
WAS THERE
TOO.





THE GENETIC CHALLENGERS AT SITE B, DESIGNATED SHADES, ATTACKED EN-MASSE PER THEIR PROGRAMMING.

THEY WERE ELIMINATED WITH EXTREME PREJUDICE TO PROTECT THE SURVIVING SUBJECTS.



BUT NOT BEFORE THEY EXECUTED THEIR GOAL, CULLING THE EXCESS NON-IMMUNE POPULATION.



THE ENEMY INSURGENTS, HOWEVER, WERE AN UNEXPECTED COMPLICATION.

SUBJECTS SONYA ROSS AND HARRIET HARROWER, DESIGNATED AS ACCEPTABLE CASUALTIES, WERE NOT TERMINATED.

INSTEAD, THEY WERE ABDUCTED BY ENEMY FORCES DURING THE EVAC.



ONLY TWO SURVIVING SUBJECTS WERE RECOVERED.

SEVEN WCKD PERSONNEL WERE KIA.



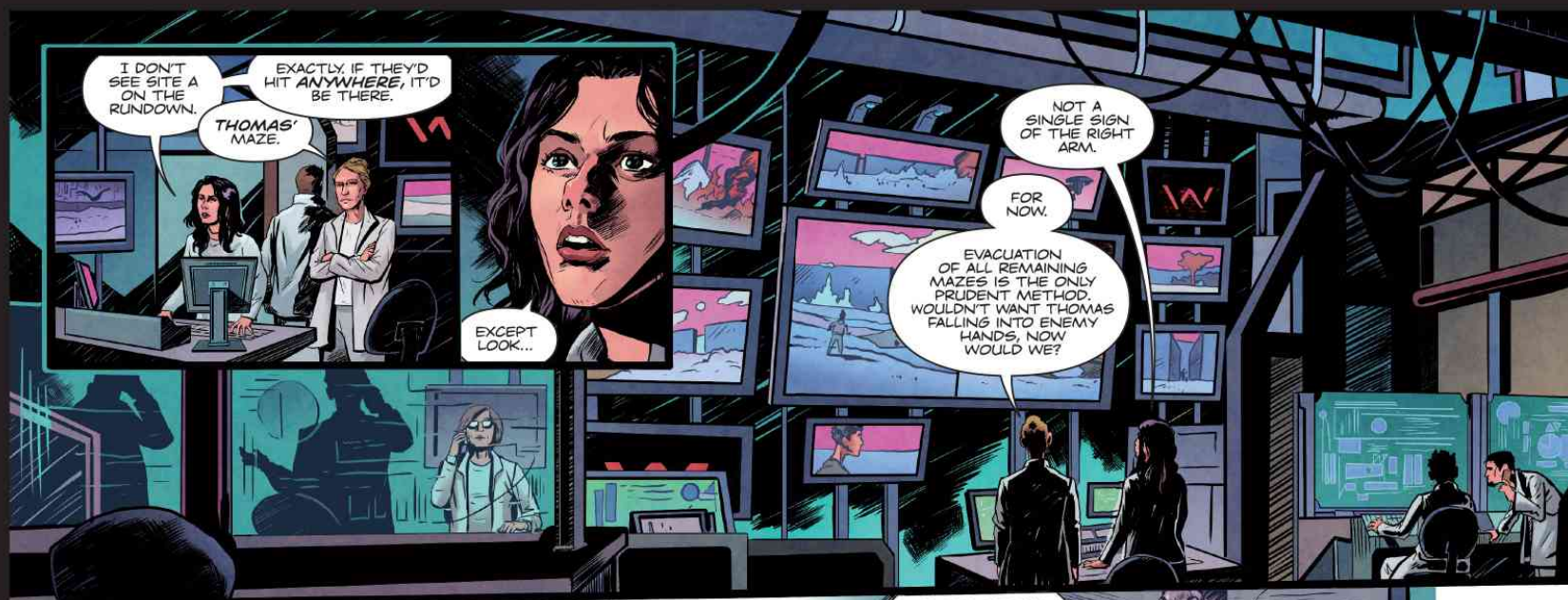
AND ALL WE KNOW FOR SURE ABOUT THE TERRORISTS THAT FORCED OUR HAND...



...IS THAT THEY CALL THEMSELVES THE RIGHT ARM.











THEY TELL ME AFTER THE SWIPE
PROCEDURE, I WON'T REMEMBER
ANYTHING. NOT CHANCELLOR PAIGE.
NOT WCKD. NOT THE MISSION.

NOTHING. BUT
I KNOW BETTER.

I'LL NEVER
FORGET
HIM.



AND I KNOW WHAT I'M
FIGHTING FOR. DEEP DOWN,
I'LL NEVER LOSE THAT.

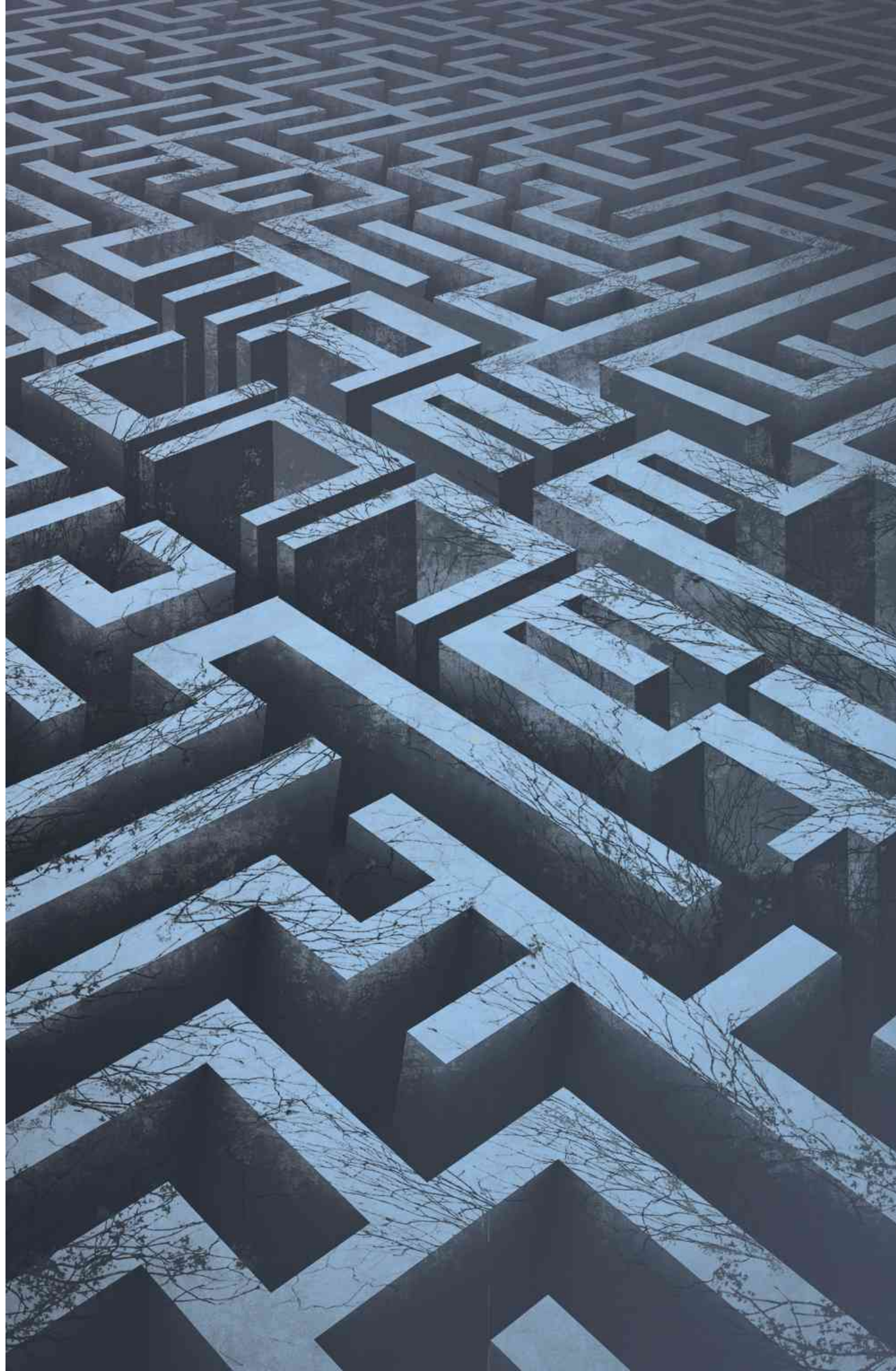


LIKE THE
DIRECTOR
SAID.



WE'RE SAVING
THE WORLD.











WHEN THE FLARE HIT, WE TRIED TO SEE IT THROUGH. CAUGHT US OFF GUARD, EVERYBODY, BUT SHE WAS FROM UTAH. WE HAD EMERGENCY RATIONS IN THE TRUNK OF THE CAR. WATER, FOOD.

WE WERE IN SHOCK. IT TOOK THREE WEEKS TO REALIZE THAT THE WORLD WAS DEAD. THEN ONE DAY, WE WAKE UP. SHE'S GONE.



JUST...
GONE.

I TOLD MY SON HIS MOTHER WENT FOR HELP.



clatter

THAT WAS THE LAST GOOD THING I DID FOR HIM.

**BRACK
BRRAK**

HELP ME!
SOMEONE!
PLEA--

CRACK

THERE'S SOMETHING ABOUT A BIG FAMILY. ALWAYS SO MUCH NOISE. YOU CAN HATE IT, OR YOU CAN JOIN IN. BUT IT'S A COMMUNAL KIND OF FRUSTRATION. A PACK FRUSTRATION. WHEN WE LOST HIS SISTERS, I THOUGHT THE QUIET WOULD KILL ME.

BUT AFTER HE GOT SICK, IT WAS LIKE I FORGOT HOW TO HEAR. OR MAYBE I HEARD EVERYTHING? HEARTBEATS, AND WHEEZING, MOANING. THEN THERE WAS ONLY ONE.

AND ONE JUST ISN'T WORTH MUCH AT ALL.



I TOOK ALL OF THEM
ON A TRIP ONCE. MONEY
WAS ALWAYS TIGHT, BUT
I DID IT. ONCE.



MY BOY WAS A SURLY BRAT, AND
MY WIFE A BAG OF NERVES.
BUT THE TWINS...



THE TWINS GOT TO SEE
A HAWAIIAN SUNSET THAT
SET THE SKY ON FIRE.

THEY GOT TO SEE THAT MUCH.
I WAS THEIR FATHER, AND I
GAVE THEM A PERFECT WEEK
OF PERFECT SUNSETS.

I CAN'T BELIEVE I'D
FORGOTTEN THAT.









